

#### KINDERGARTEN MATH: BOOKS ON SHELVES

#### **UNIT OVERVIEW**

Books on Shelves is the culminating task in a multi-week unit focused on operations and algebraic thinking. Students demonstrate mastery by completing the Books on Shelves task in one class period.

#### **TASK DETAILS**

**Task Name:** Books on Shelves

**Grade**: K

**Subject:** Math

Depth of Knowledge: 2

<u>Task Description</u>: Students are asked to demonstrate the different possible combinations when placing 6 books on 2 shelves.

#### **Standards Assessed:**

**K.OA.3** Decompose numbers less than or equal to 10 into pairs in more than one way, e.g., by using objects or drawings, and record each decomposition by a drawing or equation (e.g., 5 = 2 + 3 and 5 = 4 + 1).

#### **Standards for Mathematical Practice:**

**MP.1** Make sense of problems and persevere in solving them.

MP.2 Reason abstractly and quantitatively.

**MP.3** Construct viable arguments and critique the reasoning of others.

MP.6 Attend to precision.



1

#### **TABLE OF CONTENTS**

The task and instructional supports in the following pages are designed to help educators understand and implement tasks that are embedded in Common Core-aligned curricula. While the focus for the 2011-2012 Instructional Expectations is on engaging students in Common Core-aligned culminating tasks, it is imperative that the tasks are embedded in units of study that are also aligned to the new standards. Rather than asking teachers to introduce a task into the semester without context, this work is intended to encourage analysis of student and teacher work to understand what alignment looks like. We have learned through the 2010-2011 Common Core pilots that beginning with rigorous assessments drives significant shifts in curriculum and pedagogy. Universal Design for Learning (UDL) support is included to ensure multiple entry points for all learners, including students with disabilities and English language learners.

PERFORMANCE TASK: BOOKS ON SHELVES	3
UNIVERSAL DESIGN FOR LEARNING (UDL) PRINCIPLES	5
RUBRIC	7
ANNOTATED STUDENT WORK	13
INSTRUCTIONAL SUPPORTS	36
UNIT OUTLINE	37
INITIAL ASSESSMENT: GOLDFISH	41
FORMATIVE ASSESSMENT: PRETTY TULIPS	43
GAMES AND ACTIVITIES	44
SUPPORTS FOR ENGLISH LANGUAGE LEARNERS	61
SUPPORTS FOR STUDENTS WITH DISABILITIES	64

Acknowledgements: The unit outline was developed by Kerry Cunningham (CFN 208) with input from Curriculum Designers Alignment Review Team. The tasks were developed by the schools in the 2010-2011 NYC DOE Elementary School Performance Based Assessment Pilot, in collaboration Exemplars, Inc. and the Center for Assessment.





# KINDERGARTEN MATH: BOOKS ON SHELVES PERFORMANCE TASK



Name	2				
name	<u>,</u>				

#### Books on Shelves

Miguel has two shelves. Miguel has six books. Miguel wants to put books on the two shelves. How many different ways can Miguel put books on the two shelves? Show and tell how you know.



# KINDERGARTEN MATH: BOOKS ON SHELVES UNIVERSAL DESIGN FOR LEARNING (UDL) PRINCIPLES



#### Books on Shelves - Math Grade K Common Core Learning Standards/ Universal Design for Learning

The goal of using Common Core Learning Standards (CCLS) is to provide the highest academic standards to all of our students. Universal Design for Learning (UDL) is a set of principles that provides teachers with a structure to develop their instruction to meet the needs of a diversity of learners. UDL is a research-based framework that suggests each student learns in a unique manner. A one-size-fits-all approach is not effective to meet the diverse range of learners in our schools. By creating options for how instruction is presented, how students express their ideas, and how teachers can engage students in their learning, instruction can be customized and adjusted to meet individual student needs. In this manner, we can support our students to succeed in the CCLS.

Below are some ideas of how this Common Core Task is aligned with the three principles of UDL; providing options in representation, action/expression, and engagement. As UDL calls for multiple options, the possible list is endless. Please use this as a starting point. Think about your own group of students and assess whether these are options you can use.

**REPRESENTATION**: *The "what" of learning.* How does the task present information and content in different ways? How do students gather facts and categorize what they see, hear, and read? How are they identifying letters, words, or an author's style?

In this task, teachers can...

✓ **Highlight or emphasize key elements in text, graphics, and diagrams** by providing access to concrete or virtual manipulatives, such as pictures or models of book on shelves.

**ACTION/EXPRESSION**: *The "how" of learning*. How does the task differentiate the ways that students can express what they know? How do they plan and perform tasks? How do students organize and express their ideas?

In this task, teachers can...

✓ **Provide graphic organizers and templates for data collection and organizing information** to help students organize their thoughts and establish relationships between ideas. Graphic organizers can be paper/pencil or found on-line..

**ENGAGEMENT**: *The "why" of learning.* How does the task stimulate interest and motivation for learning? How do students get engaged? How are they challenged, excited, or interested?

In this task, teachers can...

✓ **Provide feedback that is frequent, timely, and specific** by helping students see what they did well and why, see their errors and learn how to correct them by providing explicit and informative feedback when assessing student work, making feedback a part of the learning process.

Visit http://schools.nyc.gov/Academics/CommonCoreLibrary/default.htm to learn more information about UDL.



# KINDERGARTEN MATH:BOOKS ON SHELVES RUBRIC

The following section contains two rubrics that were used to score student work: a content rubric and a process rubric. The content rubric describes student performance according to the content standards in the CCLS. The process rubric describes student performance according to the National Council of Teachers of Mathematics (NCTM) process standards. Students' were given a score based on their achievement on the CCLS content rubric and the process rubric. Given that the process rubric is not in the language of the Common Core's Mathematical Practices, we have also included a document that NCTM has posted regarding the relationship between the NCTM process standards and the Standards for Mathematical Practice.



#### **CCSS Mathematics Content Standards & Standards in Practice**

Students apply mathematical reasoning, knowledge, and skills in problems-solving situations and support their solutions using mathematical language and appropriate representations (data).

Grades K-1 Progress-Monitoring Focus: Addition & subtraction; Comparing & ordering numbers

Gr. K-1 Math CCSS	Novice	Apprentice	Practitioner	Expert
Criteria/Clusters	May recognize	0	Danier and a manufacture of	Danis and a surrant
Counting & Cardinality	May recognize number	Some parts of problem	Represents number of	Represents, compares, and solves problems using numbers greater than
(K only)		correct and those	objects for written numerals, 0-20	20
	symbols and names, but	parts supported by student	K.CC-3	20
	lacks counting	work	Counts to find out how many;	Applies associative
	sequence	WOIK	Determines greater than/less	or commutative properties to solve problems
	Sequence	Represents and	than of groups of objects (up	or commutative properties to solve problems
	A numerical answer	solves simple addition	to 20 if ordered; up to 10 if	
	may be correct, but is	and subtraction	random)	
	not supported by	problems using	K.CC- 4, 5	
	student work (e.g.,	counting, models,	Compares numbers between	
	solves problem	visuals, manipulatives,	1 and 10 using written	
	without	number lines, sounds,	numerals	
	applying properties of	etc.	K.CC-6, 7	
	operations; just copies			
	numbers) OR stated	May apply		
	answer is incorrect or	commutative property		
	lacks relevance			

Operations & Algebraic Thinking	Uses place value to show 10 or less	Represents and solves simple addition and subtraction	Represents, compares, & solves addition & subtraction using strategies – counting,	Represents, compares, and solves problems using numbers up to 100 (K) 120 (gr1)
And		problems using counting, models,	objects, drawings, etc -to 10	All parts of problem
Number & Operations in Base Ten		visuals, manipulatives, number lines, sounds, etc.	K.OA-1, 2 -or to 20; with multiple addends; using equal sign	correct, precise, and supported by student work
		May apply commutative property	and equations 1. OA-1, 2, 6, 7, 8 Composes/ decomposes and	Applies associative or commutative properties to solve problems in
			compares numbers using tens and ones K.OA-3; K.NBT-1	more than one way Uses place value to
			1.NBT- 2, 3 Applies associative & commutative properties 1.OA-3	expand numbers (gr 1)
			Minor computation flaws do not affect outcome of a correct solution	
Measurement & Data	Still demonstrates limited number sense (e.g., difficulty counting, estimating; representing quantities; recognizing	Recognizes and uses 1 measureable attribute to compare or classify Tells time to hour, &	Describes measurable attributes; compares measures of objects K.MD-1, 2 Measures to whole unit; compares 2 or 3 objects; classifies objects using more	Uses a variety of strategies to estimate, measure, and compare Measures and compares lengths of more than 2 objects and determines the difference in lengths
	measurement attributes,)  Tells time to the hour using a digital clock	half hour (gr 1) using a digital clock	than 1 attribute 1.MD-1, 2 Measures & compares lengths indirectly 1.MD-1 Tells time to hour & half hour using digital and analog clocks 1.MD-3	

# Exemplars® Standards-Based Math Rubric\*

	Problem Solving	Reasoning and Proof	Communication	Connections	Representation
Novice	No strategy is chosen, or a strategy is chosen that will not lead to a solution.  Little or no evidence of engagement in the task present.	Arguments are made with no mathematical basis.  No correct reasoning nor justification for reasoning is present.	No awareness of audience or purpose is communicated. or Little or no communication of an approach is evident or Everyday, familiar language is used to communicate ideas.	No connections are made.	No attempt is made to construct mathematical representations.
Apprentice	A partially correct strategy is chosen, or a correct strategy for only solving part of the task is chosen.  Evidence of drawing on some previous knowledge is present, showing some relevant engagement in the task.	Arguments are made with some mathematical basis.  Some correct reasoning or justification for reasoning is present with trial and error, or unsystematic trying of several cases.	Some awareness of audience or purpose is communicated, and may take place in the form of paraphrasing of the task.  or  Some communication of an approach is evident through verbal/written accounts and explanations, use of diagrams or objects, writing, and using mathematical symbols.  or  Some formal math language is used, and examples are provided to communicate ideas.	Some attempt to relate the task to other subjects or to own interests and experiences is made.	An attempt is made to construct mathematical representations to record and communicate problem solving.

<sup>\*</sup>Based on revised NCTM standards.

# Exemplars® Standards-Based Math Rubric (cont.)\*

	Problem Solving	Reasoning and Proof	Communication	Connections	Representation
Practitioner	A correct strategy is chosen based on mathematical situation in the task.  Planning or monitoring of strategy is evident.  Evidence of solidifying prior knowledge and applying it to the problem solving situation is present.  Note: The practitioner must achieve a correct answer.	Arguments are constructed with adequate mathematical basis.  A systematic approach and/or justification of correct reasoning is present. This may lead to  clarification of the task.  exploration of mathematical phenomenon.  noting patterns, structures and regularities.	A sense of audience or purpose is communicated.  and/or  Communication of an approach is evident through a methodical, organized, coherent sequenced and labeled response.  Formal math language is used throughout the solution to share and clarify ideas.	Mathematical connections or observations are recognized.	Appropriate and accurate mathematical representations are constructed and refined to solve problems or portray solutions.
Experf Work at this level is exceeding grade-level expectations	An efficient strategy is chosen and progress towards a solution is evaluated.  Adjustments in strategy, if necessary, are made along the way, and / or alternative strategies are considered.  Evidence of analyzing the situation in mathematical terms, and extending prior knowledge is present.  Note: The expert must achieve a correct answer.	Deductive arguments are used to justify decisions and may result in formal proofs.  Evidence is used to justify and support decisions made and conclusions reached. This may lead to  • testing and accepting or rejecting of a hypothesis or conjecture.  • explanation of phenomenon.  • generalizing and extending the solution to other cases.	A sense of audience and purpose is communicated.  and/or  Communication at the Practitioner level is achieved, and communication of argument is supported by mathematical properties.  Precise math language and symbolic notation are used to consolidate math thinking and to communicate ideas.	Mathematical connections or observations are used to extend the solution.	Abstract or symbolic mathematical representations are constructed to analyze relationships, extend thinking, and clarify or interpret phenomenon.

<sup>\*</sup>Based on revised NCTM standards.

# National Council of Teachers of Mathematics (NCTM) Process Standards and the Common Core State Standards for Mathematics

#### From NCTM Action on the Common Core State Standards for Mathematics

by NCTM President J. Michael Shaughnessy

"The preeminent message in both the NCTM *Principles and Standards for School Mathematics* (2000) and CCSSM is the importance of nurturing mathematical thinking and reasoning processes in our students. No bulleted list of specific content standards will hold together as a coherent, meaningful whole, or make any significant contribution to our students' growth in mathematics, without interweaving mathematical "practices." Mathematics curricula must show students the power of reasoning and sense making as they explore mathematical structures, of communication as they construct viable arguments, and of multiple representations as they engage in mathematical modeling. The close connections between the NCTM Process Standards and the CCSSM Standards for Mathematical Practice are represented in the chart below.

The upcoming NCTM publication, *Making it Happen*, will provide a deeper analysis of the connections between the NCTM Process Standards and detail the potential of the existing NCTM resources to interpret and implement CCSSM."

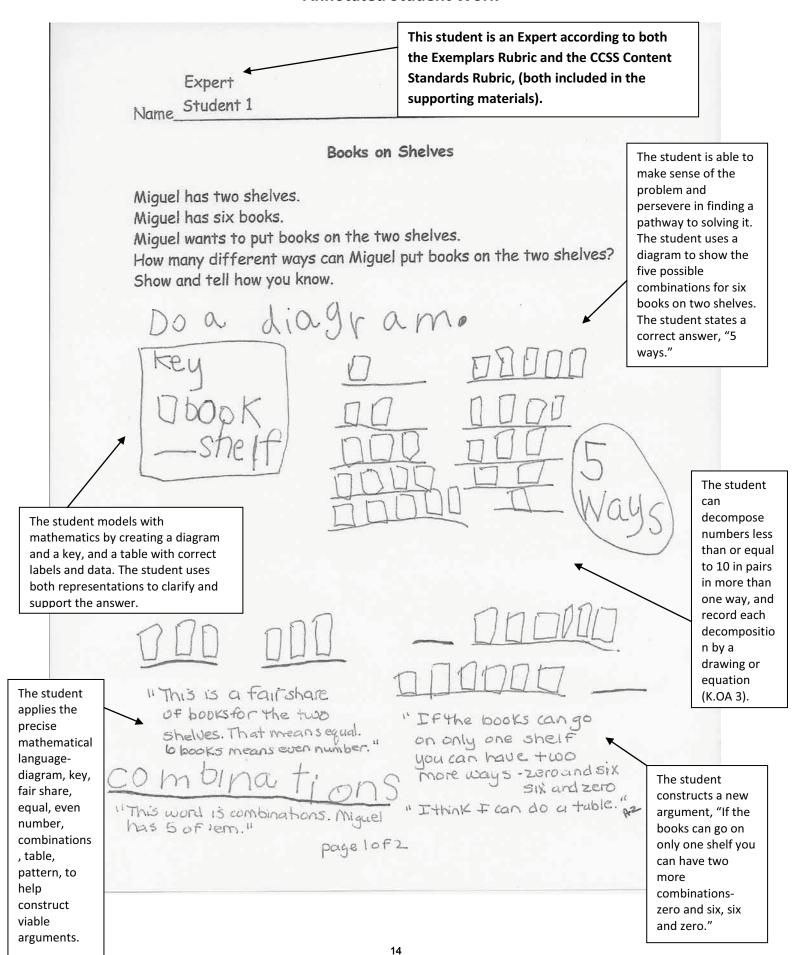
NCTM Process Standards and the CCSS Mathematical Practices			
NCTM Process Standards	CCSS Standards for Mathematical Practice		
Problem Solving	Make sense of problems and persevere in solving them.     Use appropriate tools strategically.		
Reasoning and Proof	Reason abstractly and quantitatively.     Critique the reasoning of others.     Look for and express regularity in repeated reasoning		
Communication	3. Construct viable arguments		
Connections	Attend to precision.     Look for and make use of structure		
Representations	Model with mathematics.		



# KINDERGARTEN MATH: BOOKS ON SHELVES ANNOTATED STUDENT WORK

This section contains annotated student work at a range of score points, student summaries, and implications for instruction for each performance level. The annotated student work and student summaries demonstrate performance at different levels and show examples of student understandings and misunderstandings of the task that can be used with the implications for instruction to understand how to move students to the next performance level.





of her/his conclusions

The student justifies the reasonableness by verifying the answer using a new strategy of a table and states, "Tell Miguel it is five ways cuz I know it is." The student searches for regularity and discerns a pattern, "Look the books go up by 1 here and books go down by one here. That is a pattern."

"Look, the books go up by there (pointed to shelf!) and books go down by I here (pointed to shelf 2) that is a pattern. I did 5 ways here and here (pointed to diagram and table). Tell Miguel it is 5 ways cuz I Knowitis." AZ

page 2082

#### **Expert – Student 1 Summary**

**Achievement Level**: Student 1 is an Expert according to both the Exemplars Process Rubric and the CCSS Content Standards Rubric, (both of which are included in the supporting materials). The table below provides a rationale for the student's performance level in each of the criteria identified in the Exemplars Process Rubric.

Criteria and Performance Level	Rationale
Problem Solving Expert	The student's strategy of using a diagram to show the total combinations for placing six books on two shelves works to solve the problem. The student shows five correct combinations and correctly states, "5 ways." The student uses an alternative strategy of a table to support her/his answer.
Reasoning and Proof Expert	The student shows correct reasoning of the underlying mathematical concepts of combinations to six, the commutative property, and understanding that $0 + 6 = 6$ and $6 + 0 = 6$ can not be considered as possible combinations for the problem. The student verifies her/his solution by solving the problem a second way.
Communication Expert	The student correctly uses the mathematical terms-diagram, key, fair share, equal, even number, combinations, table, pattern.
Connections Expert	The student makes the Practitioner mathematically relevant connections, "This is a fair share of books for the two shelves," "That means equal," "Six books means even number," "If the books can go on only one shelf you can have two more ways-zero and six, six and zero," and, "Look the books go up by one here and books go down by one here, that is a pattern." The student makes the Expert connection by using a table to solve the problem a second way and linking the two strategies together to verify that her/his solution is correct. The student states, I did five ways here and here. Tell Miguel it is five ways cuz I know it is."
Representation Expert	The student's diagrams are appropriate to the problem and accurate. The student's key and the scribing correctly define the books and shelves. The student's table is appropriate to the problem and accurate. Each column is correctly labeled and all entered data is correct. The student uses her/his table to clarify and support the answer.

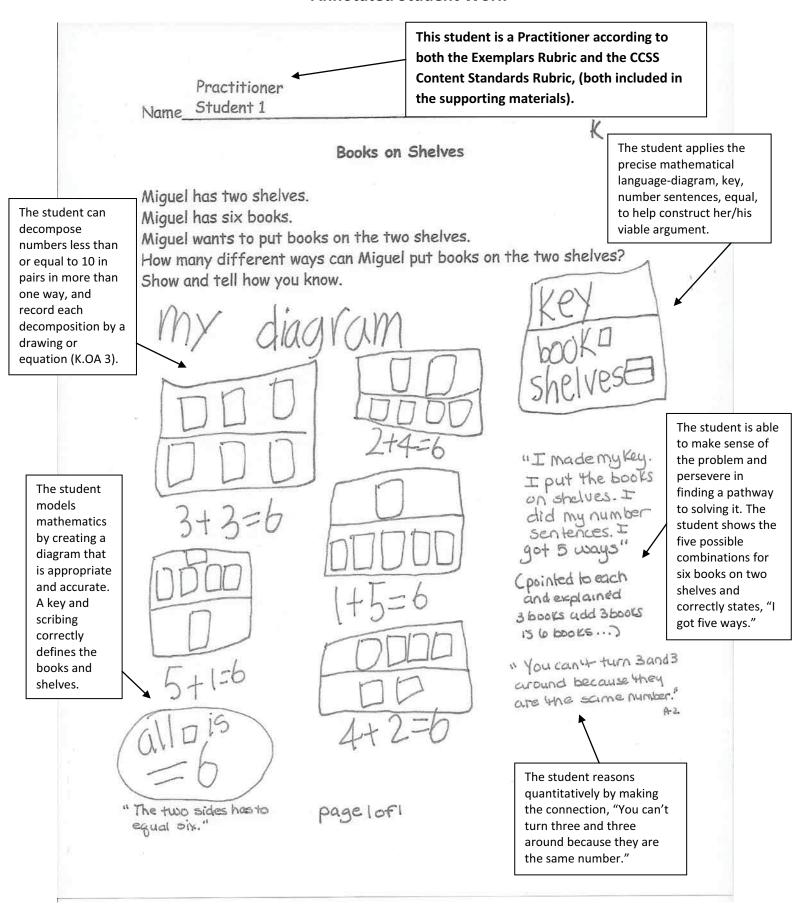
#### **Instructional Implications: Books on Shelves K**

**Achievement Level: Expert** 

Note: Student work identified at this level is exceeding grade-level expectations

The following is a list of instructional implications that you may want to consider for students performing at the Expert level. In addition, you may want to consult the suggestions for the Practitioner level:

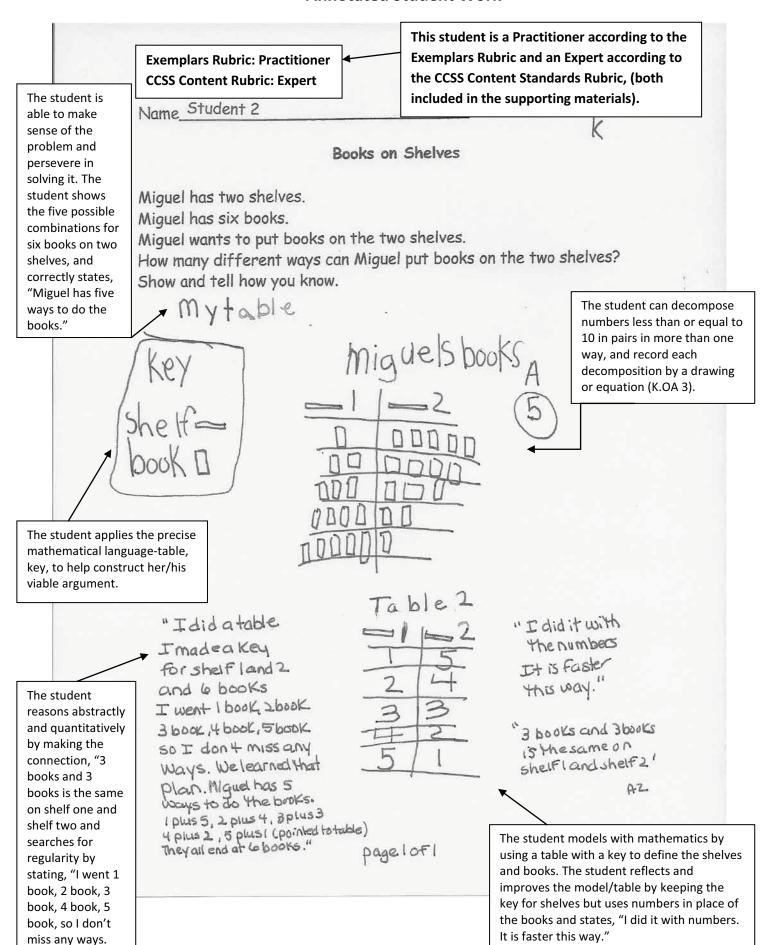
- Find combinations for numbers greater than ten
- Investigate and prove generalization-total combinations is one less than sum being found
- Investigate and prove generalization-if zero can be considered the total combinations is one more than sum
- Solve problem more than one way to verify that answer is correct
- Relate problem to a similar one completed and discuss how they are mathematically similar
- Discover and discuss why an even number has a fair share/equal combination but an odd number does not



#### **Practitioner – Student 1 Summary**

**Achievement Level**: Student 1 is a Practitioner according to both the Exemplars Process Rubric and the CCSS Content Standards Rubric, (both of which are included in the supporting materials). The table below provides a rationale for the student's performance level in each of the criteria identified in the Exemplars Process Rubric.

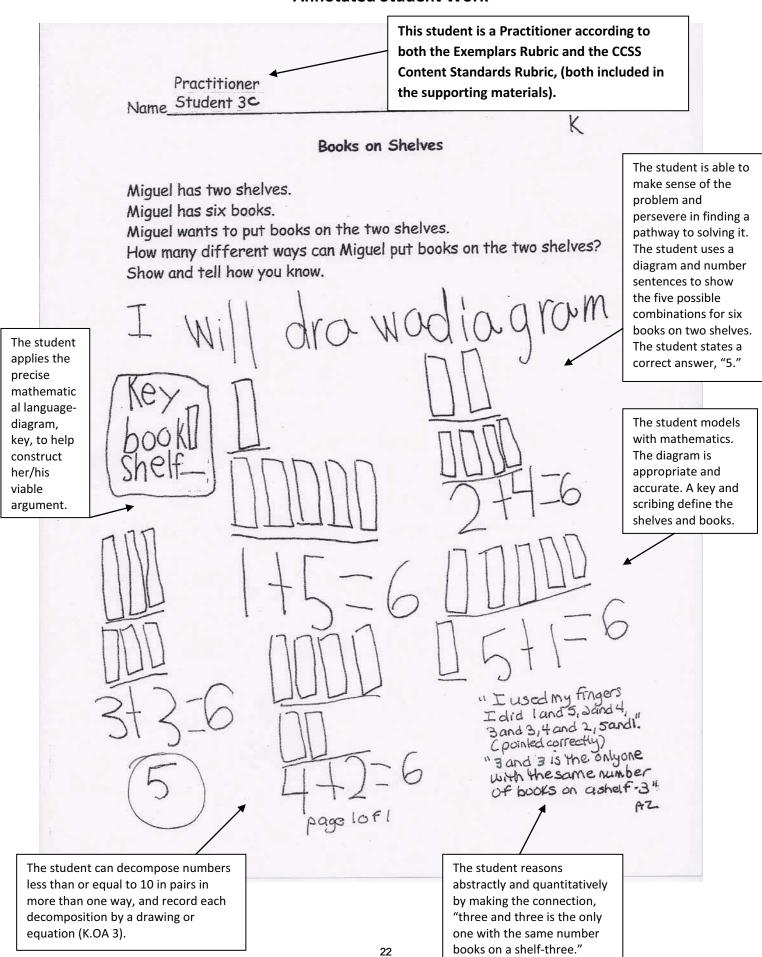
Criteria and Performance Level	Rationale
Problem Solving Practitioner	The student's strategy of using a diagram and number sentences to show the total combinations for placing six books on two shelves works to solve the problem. The student shows five correct combinations and correctly states, "I got five ways."
Reasoning and Proof Practitioner	The student shows correct reasoning of the underlying mathematical concepts of combinations to six, the commutative property, and understanding that $0 + 6 = 6$ and $6 + 0 = 6$ can not be considered as possible combinations for the problem.
Communication Practitioner	The student correctly uses the mathematical terms-diagram, key, number sentences, equal.
Connections Practitioner	The student makes the mathematically relevant connection, "You can't turn three and three around because they are the same number." The student's statements, "all □ is + 6," and, "The two sides has to equal six," are not considered connections as they represent the reasoning a student must understand to solve the problem.
Representation Practitioner	The student's diagram is appropriate to the problem and accurate. The student's key and the scribing correctly defines the books and shelves.



#### **Practitioner/Expert – Student 2 Summary**

**Achievement Level**: Student 2 is a Practitioner according to the Exemplars Process Rubric and an Expert according to the CCSS Content Standards Rubric, (both of which are included in the supporting materials). The table below provides a rationale for the student's performance level in each of the criteria identified in the Exemplars Process Rubric.

Criteria and Performance Level	Rationale
Problem Solving Practitioner	The student's strategy of using a table to show the total combinations for placing six books on two shelves works to solve the problem. The student shows five correct combinations and states, "5," which is also correct. The scribing also correctly states, "Miguel has five ways to do the books. One plus five, two plus four, three plus three, four plus two, five plus one."
Reasoning and Proof Practitioner	The student shows correct reasoning of the underlying mathematical concepts of combinations to six, the commutative property, and understanding that $0 + 6 = 6$ and $6 + 0 = 6$ can not be considered as possible combinations for the problem.
Communication Practitioner	The student correctly uses the mathematical terms-table, key.
Connections Practitioner	The student makes the mathematically relevant connection of using a different form of a table to show the five correct combinations. The student states, "I did it with numbers. It is faster this way." The student makes the mathematically relevant observation, "Three books and three books is the same on shelf one and shelf 2."
Representation Practitioner	The student's first table is appropriate to the problem and accurate. The key, column labels, and scribing correctly identify the books and shelves.



#### **Practitioner – Student 3 Summary**

**Achievement Level**: Student 3 is a Practitioner according to both the Exemplars Process Rubric and the CCSS Content Standards Rubric, (both of which are included in the supporting materials). The table below provides a rationale for the student's performance level in each of the criteria identified in the Exemplars Process Rubric.

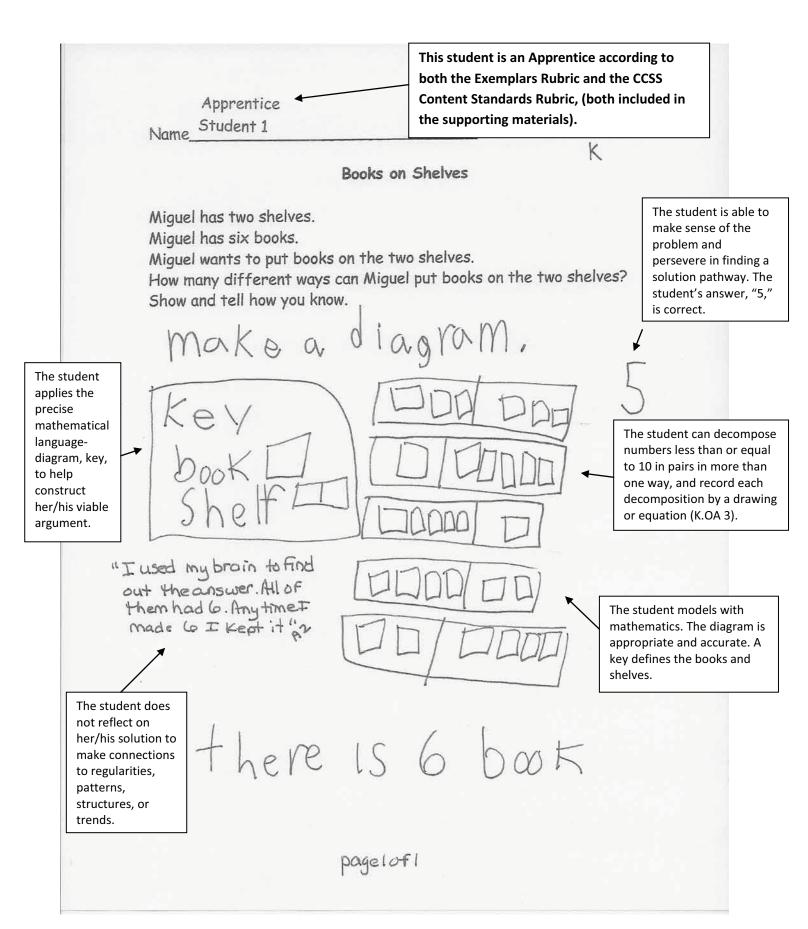
Criteria and Performance Level	Rationale
Problem Solving Practitioner	The student's strategy of using a diagram and number sentences to show the total combinations for placing six books on two shelves works to solve the problem. The student shows five correct combinations and correctly states, "5." The student also correctly states, "I used my fingers. I did one and five, two and four, three and three, four and two, five and one."
Reasoning and Proof Practitioner	The student shows correct reasoning of the underlying mathematical concepts of combinations to six, the commutative property, and understanding that $0 + 6 = 6$ and $6 + 0 = 6$ can not be considered as possible combinations for the problem.
Communication Practitioner	The student correctly uses the mathematical terms-diagram, key
Connections Practitioner	The student makes the mathematically relevant connection, "six and six is the only one with the same number of books on a shelf-three."
Representation Practitioner	The student's diagram is appropriate to the problem and accurate. The student's key and the scribing correctly label the books and shelves.

#### **Instructional Implications: Books on Shelves K**

#### **Student Achievement Level: Practitioner**

The following is a list of instructional implications that you may want to consider for students performing at the Practitioner level. In addition, you may want to consult the suggestions for the Novice and Apprentice levels:

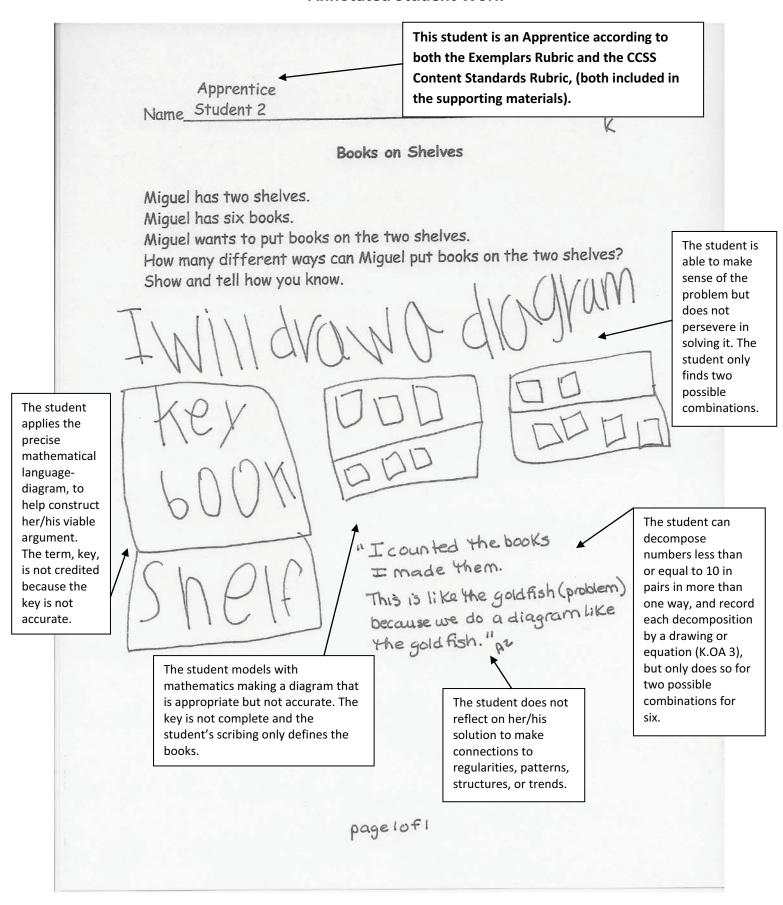
- Include more writing of number sentences to support the possible combinations for any number up to ten in a student's diagram, table, etc.
- Discuss and solve problems where zero would be used in a combination and when it would not be used
- Introduce the language term-commutative property
- Encourage student to make more than one mathematically relevant connection about her/his work
- Investigate where a combination is a fair share
- Introduce another strategy to solve the same problem-model, diagram/key, organized list, table



#### **Apprentice - Student 1 Summary**

**Achievement Level**: Student 1 is an Apprentice according to both the Exemplars Process Rubric and the CCSS Content Standards Rubric, (both of which are included in the supporting materials). The table below provides a rationale for the student's performance level in each of the criteria identified in the Exemplars Process Rubric.

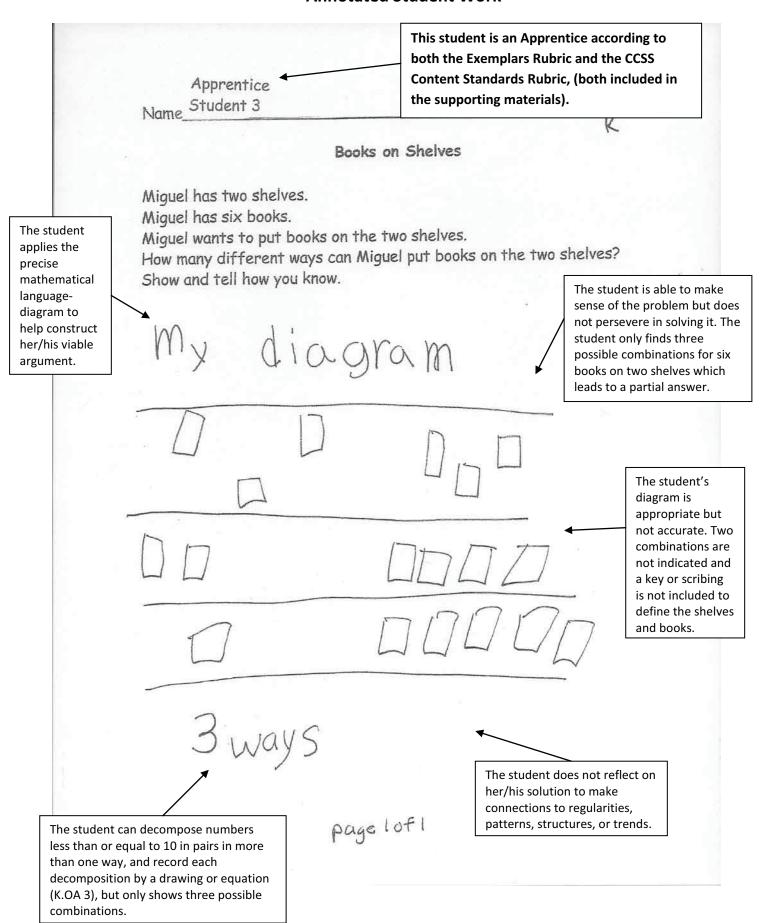
Criteria and Performance Level	Rationale
Problem Solving Practitioner	The student's strategy of using a diagram to show the total combinations for placing six books on two shelves works to solve the problem. The student shows five correct combinations and correctly states, "5."
Reasoning and Proof Practitioner	The student shows correct reasoning of the underlying mathematical concepts of combinations to six, the commutative property, and understanding that $0 + 6 = 6$ and $6 + 0 = 6$ cannot be considered as possible combinations for the problem.
Communication Practitioner	The student correctly uses the mathematical terms-diagram, key.
Connections Novice	The student does not make a mathematically relevant connection about her/his solution.
Representation Practitioner	The student's diagram is appropriate to the problem and accurate. The student's key correctly defines the books and shelves.



#### **Apprentice – Student 2 Summary**

**Achievement Level**: Student 2 is an Apprentice according to both the Exemplars Process Rubric and the CCSS Content Standards Rubric, (both of which are included in the supporting materials). The table below provides a rationale for the student's performance level in each of the criteria identified in the Exemplars Process Rubric.

Criteria and	Rationale
Performance Level	
Problem Solving Apprentice	The student's strategy of using a diagram to show the total combinations for placing six books on two shelves would work to solve the problem. The student shows two correct combinations which is a partially correct answer.
Reasoning and Proof Apprentice	The student shows correct reasoning of the underlying mathematical concept of combinations to six but only completes two combinations. The student is missing $1+5=6$ , $4+2=6$ , and, $5+1=6$ .
Communication Apprentice	The student correctly uses the mathematical term-diagram. The student does not earn credit for the term-key because the student does not complete her/his key to demonstrate understanding of the term.
Connections Apprentice	The student attempts to make a mathematically relevant connection about her/his solution. The student starts to compare the Books on Shelves problem to the Goldfish problem but does not make a mathematical link about the common underlying mathematics of the two problems. The student needs to explain how the diagrams are similar and why.
Representation Apprentice	The student's diagram is appropriate to the problem but is not accurate. The student does not define the $\square$ 's and does not include all five possible combinations.



#### **Apprentice – Student 3 Summary**

**Achievement Level**: Student 3 is an Apprentice according to both the Exemplars Process Rubric and the CCSS Content Standards Rubric, (both of which are included in the supporting materials). The table below provides a rationale for the student's performance level in each of the criteria identified in the Exemplars Process Rubric.

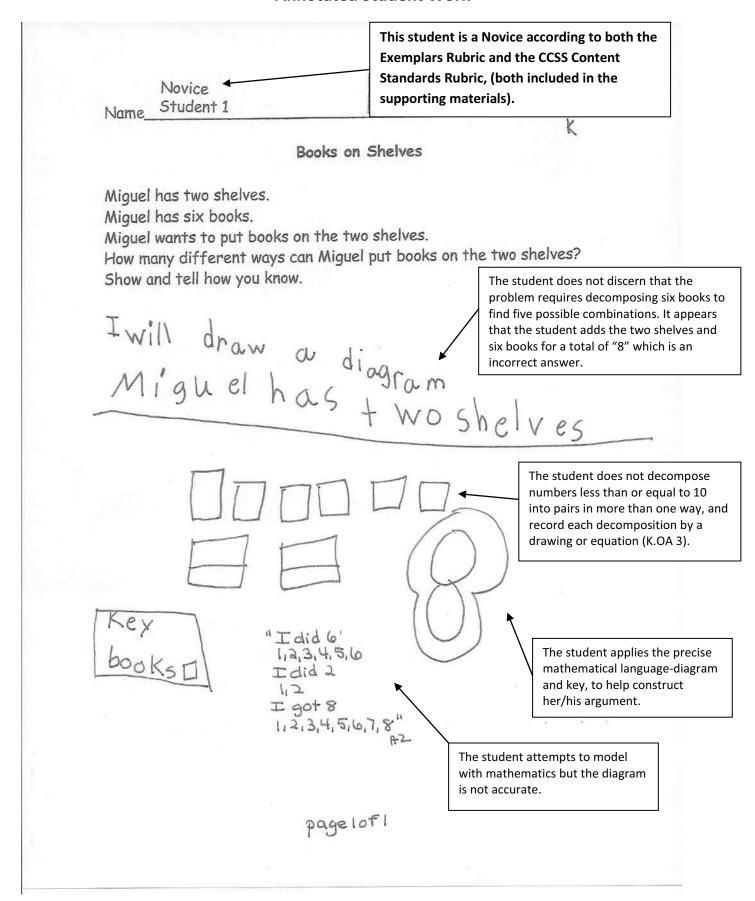
Criteria and Performance Level	Rationale
Problem Solving Apprentice	The student's strategy of using a diagram to show combinations for placing six books on two shelves would work to solve the problem. The student only shows three correct combinations. The student's answer, "3 ways," is not correct.
Reasoning and Proof Apprentice	The student shows correct reasoning of the underlying mathematical concepts of combinations to six, and the understanding that $0+6=6$ and $6+0=6$ cannot be considered as possible combinations for the problem. The student does not apply the commutative property in finding the combinations for $4+2=6$ and $5+1=6$
Communication Apprentice	The student correctly uses the mathematical term-diagram.
Connections Novice	The student does not make a mathematically relevant connection about her/his solution.
Representation Apprentice	The student's diagram is appropriate to the problem but is not accurate. The student does not define the books and shelves in a key or in any scribing. The diagram is missing the combinations for 4 and 2 and 5 and 1.

#### **Instructional Implications: Books on Shelves K**

#### **Student Achievement Levels: Novice and Apprentice**

The following is a list of instructional implications that you may want to consider for students performing at the Novice and Apprentice levels:

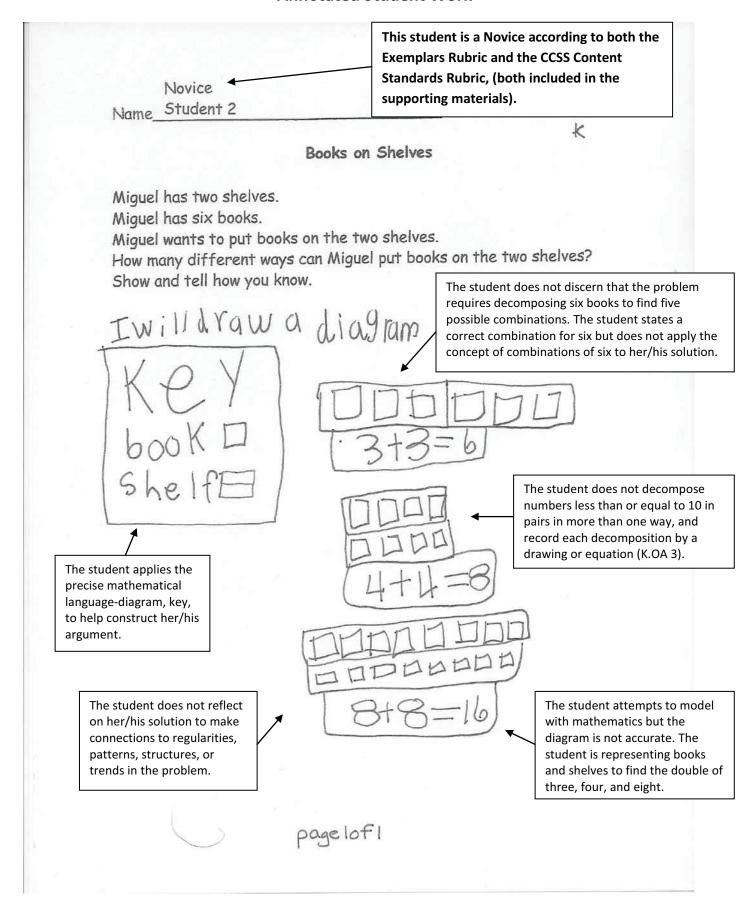
- continue to subitize with student to "see" sixness, or any number up to ten using hands and dot cards
- use manipulatives to investigate "fact families"/combinations of six or other numbers up to ten to discover how applying the commutative property in an organized manner can support a correct answer.
- use a ten frame to find combinations of six or other numbers up to ten
- use games such as cup and counters to find combinations of six or other numbers to up ten
- use graph paper and two color crayons to show combinations to six or other numbers up to ten, cut apart to show how the two "staircases" match for commutative property
- use number sentences to represent combinations/commutative property
- review mathematical language-model, number sentence, diagram, key, per, total, equal, add, fair share, combination, more than, less than
- review how to make a model with manipulatives or a diagram with a key
- have centers available for investigation and practice
- Provide leading questions to begin reflection on the solution in order to see regularities, structures, patterns, trends, etc.
- Solve similar problems using four, five, seven, eight, nine, or ten



#### **Novice - Student 1 Summary**

**Achievement Level**: Student 1 is a Novice according to both the Exemplars Process Rubric and the CCSS Content Standards Rubric, (both of which are included in the supporting materials). The table below provides a rationale for the student's performance level in each of the criteria identified in the Exemplars Process Rubric.

Criteria and Performance Level	Rationale
Problem Solving Novice	The student's strategy of using a diagram to show six books and what appears to be two shelves, adding the two numbers for a total of eight would not work to solve the problem. The student's answer, "8," is not correct.
Reasoning and Proof Novice	The student shows no correct reasoning of the underlying mathematical concepts of combinations, applying zero to combinations, and the commutative property. It seems that the student is simply adding the two numbers stated in the problem for a sum of eight.
Communication Practitioner	The student correctly uses the mathematical terms-diagram and key to support her/his thinking.
Connections Novice	The student does not make a mathematically relevant connection about her/his solution.
Representation Apprentice	The student attempts a diagram of books and shelves but the diagram is not accurate. The student is diagramming the six books and two shelves stated in the problem and adding the two numbers together.



#### **Novice - Student 2 Summary**

**Achievement Level**: Student 2 is a Novice according to both the Exemplars Process Rubric and the CCSS Content Standards Rubric, (both of which are included in the supporting materials). The table below provides a rationale for the student's performance level in each of the criteria identified in the Exemplars Process Rubric.

Criteria and Performance Level	Rationale
Problem Solving Novice	The student's strategy of using a diagram to show three books and three books equaling six books, four books and four books equalling eight books, and eight books and eight books equalling sixteen books would not work to solve the problem. Although the student states a correct combination for six, the student is not applying the concept of combinations to her/his solution.
Reasoning and Proof Novice	The student shows no correct reasoning of the underlying mathematical concept of combinations to six. It appears that the student is finding "doubles" using three, four, and eight.
Communication Practitioner	The student correctly uses the mathematical terms-diagram and key to support her/his thinking.
Connections Novice	The student does not make a mathematically relevant connection about her/his solution.
Representation Apprentice	The student attempts a diagram of books and shelves but the diagram is not accurate. The student is using books and shelves to find the double of three, four, and eight instead of diagramming possible combinations of six.

# 23/6

## Mathematics

# KINDERGARTEN MATH: BOOKS ON SHELVES INSTRUCTIONAL SUPPORTS

The instructional supports on the following pages include a unit outline with formative assessments and suggested learning activities. Teachers may use this unit outline as it is described, integrate parts of it into a currently existing curriculum unit, or use it as a model or checklist for a currently existing unit on a different topic.

INSTRUCTIONAL SUPPORTS	36
UNIT OUTLINE	37
INITIAL ASSESSMENT: GOLDFISH	41
FORMATIVE ASSESSMENT: PRETTY TULIPS	43
GAMES AND ACTIVITIES	44
SUPPORTS FOR ENGLISH LANGUAGE LEARNERS	61
SUPPORTS FOR STUDENTS WITH DISABILITIES	63



**INTRODUCTION:** This unit outline provides an example of how teachers may integrate performance tasks into a unit. *Teachers may (a) use this unit outline as it is described below;* (b) integrate parts of it into a currently existing curriculum unit; or (c) use it as a model or checklist for a currently existing unit on a different topic.

### Kindergarten Mathematics: Operations and Algebraic Thinking Unit

### UNIT TOPIC AND LENGTH:

- > This unit focuses on initial addition concepts with objects, drawings, dramatization, verbal explanations or expressions and equations. Students will work on decomposing numbers up to 10, using and recording their work with objects, drawings and or equations. At this time students should understand cardinal counting, but not necessarily conserve number.
- For developmental reasons this unit should happen in the second half of the year and can last several weeks. (In Kindergarten, routines and games that support the mathematics in this unit should be happening all year and are not limited to one unit.)

### **COMMON CORE CONTENT STANDARDS:**

- ➤ K.OA.1 Represent addition and subtraction with objects, fingers, mental images, drawings¹, sounds (e.g., claps), acting out situations, verbal explanations, expressions, or equations.
- $\triangleright$  K.OA.3 Decompose numbers less than or equal to 10 into pairs in more than one way, e.g., by using objects or drawings, and record each decomposition by a drawing or equation (e.g., 5 = 2 + 3 and 5 = 4 + 1).
- ➤ K.CC.4 Understand the relationship between numbers and quantities; connect counting to cardinality.
- ➤ MP.1 Make sense of problems and persevere in solving them.
- ➤ MP.3 Construct viable arguments and critique the reasoning of others.
- ➤ MP.4 Model with mathematics
- MP. 6 Attend to precision

### **BIG IDEAS/ENDURING UNDERSTANDINGS:**

- Mathematicians can organize, represent, and compare the same number using different groupings (numbers or objects).
- Mathematicians can explain how numbers are organized, represented, and compared.

### **ESSENTIAL QUESTIONS:**

- ➤ How do we show that numbers work together?
- How can we show and explain our thinking?

<sup>&</sup>lt;sup>1</sup> Drawings need not show details, but should show the mathematics in the problem. (This applies wherever drawings are mentioned in the Standards.)



### CONTENT:

### Numbers and quantities up to 10

- Order of numbers
- > One to one correspondence
- Count
- Written numbers up to 10
- Quantities up to 10

### Addition and subtraction up to 10 with objects

### Number composition and decomposition

➤ Put together/take apart number strategies. Numbers less than and up to 10, not including zero, can be composed and put back together in more than one way.

### SKILLS:

- **Recognize and name** numbers up to 10
- **Count** up to 10 orally
- ➤ **Match** a written number to objects
- > **Sequence** numbers 1-up to 10
- ➤ **Write** numbers 1 up to 10
- Count a number of objects
- Demonstrate that numbers have a quantity using objects
- > **Add** objects to a set to show a number
- Take away objects in a set to show a number
- Manipulate objects to show a number sentence
- ➤ **Demonstrate** at least 2 different combinations of objects for one number
- **Explain** how to add or subtract objects to show a different number

### **KEY TERMS/ VOCABULARY:**

> Add, subtract, explain

#### ASSESSMENT EVIDENCE AND ACTIVITIES:

### **INITIAL ASSESSMENT: GOLDFISH**

Students are given a narrative situation in which they are asked to decompose the number 4 in as many ways as they can. Students represent the different combinations using pictures, numbers or any manipulative allowing them to show pairs of numbers that make four. Some Kindergarteners may need manipulatives such as stickers, unifix cubes, etc rather than actual drawings or symbolic numerical representation to show the decomposition pairs. The teacher should be carefully observing students as they work on this task noting the strategies they use. *See the task Goldfish and the associated planning sheet for full details.* 

### FORMATIVE ASSESSMENT: PRETTY TULIPS

Students are given another narrative situation in which they are asked to decompose the number five in as many ways as they can. Five is a benchmark number in our base ten system and it's important that students have fluency with the number. The students should be able to represent their solutions with manipulatives, pictures, five frames, numbers and or equations. The teacher should be carefully observing students as they work on this task noting the



strategies they use. See the task Pretty Tulips and the associated planning sheet for full details.

#### FINAL PERFORMANCE TASK: BOOKS ON SHELVES

Students are given a narrative situation in which they are asked to decompose the number six into as many ways as they can. Some Kindergarteners may need manipulatives such as stickers, unifix cubes etc rather than actual drawings or symbolic numerical representation to show the decomposition pairs. The teacher should be carefully observing students as they work on this task noting the strategies they use. *See the task Books on Shelves and the associated planning sheet for full details.* 

### LEARNING PLAN & ACTIVITIES:

- > Routines and activities around counting and creating sets for a given number are important.
- Five and Ten frame counting and initial adding activities are listed below in a developmental sequence. Corresponding activity sheets are included in the unit. It should be noted that most kindergarten instructional programs include games and routines that address these standards. The list below is a sampling of routines and games you may add to your repertoire.\*

**Quick Images:** This routine can be done with dice faces, dot cards, five frames and ten frames. Initially children can use manipulatives to show the quantity projected on the screen. As the student's skills development around subitizing you can project more complex image amounts from the ten frames for a shorter amount of time. Challenge the students to say a quantity that is to more or two less than what is on the screen.

**Breaking cubes:** The teacher should model this activity first before children to play with their partners.

**Unifix Towers** 

Make Five on the Five Frame

**Shake Five and Spill** 

**Sums of Five** 

**Five Squares** 

**Part-Whole Mats** 

Make Ten on the Ten Frame

**Making Apple Ten Packs** 

**Bunk Bed Problem** 

On and Off

Counters in a Cup

- Closely observe students while they are engaged in the activities and make note of the strategies they are using. Are they beginning to subitize or are they counting all? Are they finding several solutions or are they moving on after one or two?
- Make sure that you give students the opportunity to talk about their experience with their classmates.



Let children explain how they found their answers to each other.

> Students should be asked if later activities and assessment problems remind them of other activities they have done. Do they recognize that although the numbers and contexts are different, the mathematics is the same?

\*Activities and games are included in this packet

### **RESOURCES:**

### **Children's Related Literature Sampling:**

- Rooster's off to See the World by Eric Carle
- The Very Hungry Caterpillar by Eric Carle
- Ten Black Dots by Donald Crews
- Benny's Pennies by Pat Brisson
- Fish Eyes: A Book You Can Count On by Lois Ehlert
- Ten Little Rabbits by Virginia Grossman
- Ten, Nine, Eight by Molly Bang
- Mouse Count by Ellen Stoll Walsh
- Ten Flashing Fireflies by Philemon Sturges
- 1 Hunter by Pat Hutchins
- 12 ways to get to 11 by Eve Merriam

#### Professional Literature Resources and Research Articles:

Learning and Teaching Early Mathematics by Douglas Clements and Julie Surgma Teaching Student Centered Mathematics Volume 1 Grades K-2 by Van de Walle and Lovin Coming to Know Number by Wheatley and Reynolds

Young Mathematicians at Work: Constructing Number Sense, Addition and Subtraction by Fosnot and Dolk Number Talks by Sherry Parrish

#### **Research Articles**

Number Relationships in Preschool by Myoungwhon Jung
An Algebraic-Habits-of-Mind Perspective on Elementary School by Goldenberg, Mark and Cuocco

### Websites directly related to the unit, great for games activities and ideas: For teachers:

- <a href="http://www.K-5mathteachingresources.com">http://www.K-5mathteachingresources.com</a>
- <a href="http://commoncoretools.files.wordpress.com/2011/05/ccss\_progression\_cc\_oa\_k5\_2011\_05\_302.pd">http://commoncoretools.files.wordpress.com/2011/05/ccss\_progression\_cc\_oa\_k5\_2011\_05\_302.pd</a>

#### For students:

- <a href="http://illuminations.nctm.org/LessonDetail.aspx?ID=L54">http://illuminations.nctm.org/LessonDetail.aspx?ID=L54</a>
- <a href="http://illuminations.nctm.org/LessonDetail.aspx?ID=L26">http://illuminations.nctm.org/LessonDetail.aspx?ID=L26</a>
- http://www.fi.uu.nl/rekenweb/en/welcome.xml?groep=2



P/S	R/P	Com	Con	Rep	Ach/Level
L					

N	an	ne
JN	un	110

### Goldfish

Jarod has four goldfish. Jarod has a square bowl and a round bowl. Jarod wants to put the four goldfish in the two bowls. How many different ways can Jarod put the four goldfish in two bowls? Show and tell how you know.

### Preliminary Planning Sheet for a Mathematics Portfolio Piece/Task



Title of Task Goldfish	Content Strand(s) Addres	sed Operations + Algebraic Thinking
State Standard(s) Addressed	Program Link	
Common Corestandards) KOA 3  Underlying Mathematical  Concepts  Combinations off  square/round  number sense to 4  counting on laddition  (commutative property)  Answer	Problem Solving Strategies/Representation diagram (Key model Cmanipulatives) tally chart table	Mathematical Language diagram square Key morelless than model equal tally chart fairshare table pattern odd equation combination per
Possible Solution(s) Combinations	Connections	Commutative property Related Tasks
Red Coop Key    Square bowl   Square bowl   Square bowl   Square bowl   Sold fish   H3=4     Square found a+a=4     O species bowl bowl 3+1=4     O species bowl bowl 3+1=4     O species bowl bowl ara=4     O species bowl and collaborated and collaborated and collaborated a+a=4     3   1   and collaborated a+a=4     3+1=4	aper continues in a problem and	Cant use zero-fish  e" have to be in both  bowls

P/S	R/P	Com	Con	Rep	Ach/Level

### **Pretty Tulips**

Name

Hector has five tulips. Hector has two vases. Hector wants to put the tulips in the two vases. Hector needs your help. How many different ways can Hector put five tulips in two vases? Show and tell how you know.

# Games & Activities

### **Breaking Cubes**

**Materials:** 5-10 snap or unifix cubes in a stick

Players: 1-3

Object: To figure out how many cubes are hidden behind

Your partner's back.

### How to Play:

1. Make a stick of cubes 5-10 cubes long and one color.

- 2. Behind your back break apart your cube stick into two parts and show only one part.
- 3. Your partner will guess how many sticks you have hidden behind your back.
- 3. Show what you have hidden.
- 4. Let you partner have a turn and repeat steps 1-3

### **Unifix Towers**

*Materials* dice, unifix cubes, paper, pencils



- 1. Roll two dice and build a unifix tower to match the total.
- 2. Keep rolling and building until you have made 5 towers.
- 3. Put your towers in order from smallest to largest.
- 4. Draw a picture or write about your towers.

### Make Five on the Five Frame



Materials: two color counters (red and yellow), blank five frame

I placed five counters on my five frame. Some were red and some were yellow. What might my five frame have looked like?

Use pictures, numbers, or words to show as many different solutions as you can.

How many different solutions did you find?

### Sums of Five

**Materials:** dot or numeral cards 0-5, Sums of Five gameboard, 10 counters for each player of different colors (e.g. one stick of 10 orange Unifix cubes and one stick of 10 blue Unifix cubes)

1. Work with a partner. Player A: Turn over a card and place that many counters on the first five-frame on the gameboard. Complete the math talk sentence

I have \_\_\_\_.
I need \_\_\_ more to get to five.

- 2. Player B: Turn over a card and place that many counters on the second five-frame on the gameboard. Complete the math talk sentences.
- 3. Player A: Turn over a card and place that many counters on the third five-frame on the gameboard. Complete the math talk sentences.
- 4. Continue to turn over cards to try and fill a five-frame. Each frame must be filled with only two cards (e.g. 4 and 1 or 2 and 3). If a player turns over a card that can not be used to complete a frame she or he misses a turn. Whoever completes a frame scores a point.

## Sums of Five

### **Five Squares**

Materials: container of square pattern blocks, numeral cards (0-5)

- 1. Count out five square pattern blocks.
- 2. Put your five squares into two sets.
- 3. Show a different way to put the five squares into two sets.
- 4. How many different ways can you find to do this?
- 5. Record your work using pictures, numbers, or words.



### Part-Whole Mats



Materials: Part-Whole Mats, numeral cards, counters

- 1. Choose a numeral card and place it above your Part-Whole Mat.
- 2. How many different pairs of numbers can you find to equal the number on your Part-Whole Mat?
- 3. Use pictures, numbers or words to record your work.

#### **Part-Whole Mats**

**Mathematical Ideas:** Part-whole relationships, Using counting strategies and number facts to solve problems, Commutativity. Communicating Mathematically

Math Vocabulary: different, equals, altogether, pairs

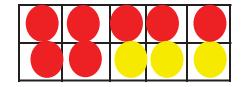
Materials: part-whole mats, numeral cards, counters, blank paper, pencils

**Starting Point:** Choose a numeral card. Place the number you have chosen above your Part-Whole mat. How many different pairs of numbers can you find to equal the number on your Part-Whole Mat? Use pictures, numbers or words to record your work.

### Possible questions to develop and extend students' thinking:

- How many different pairs of numbers have you found that equal (10)?
- Do you know any other pairs of numbers that equal (10)?
- Tell me about your recording.
- Can you order your number sentences? What do you notice when you put your number sentences in order?
- You recorded that (7) plus (3) equals (10) and (3) plus (7) equals (10). Why do (7) plus (3) and (3) plus (7) both equal (10)?
  - \* Adjust numbers in ( ) to match student's recording.

### Make Ten on the Ten Frame



Materials: two color counters (red and yellow), blank ten frame

I placed ten counters on my ten frame. Some were red and some were yellow. What might my ten frame have looked like?

Draw a picture and write a number model for each solution that you find.

How many different solutions did you find?

### Making Apple Ten Packs

Materials: red and yellow counters, ten frames

The greengrocer wanted to make a pack of ten apples.

How many different ways could the greengrocer make a ten pack with some red and some yellow apples?

Use pictures, numbers, or words to show your thinking.

### **Bunk Bed Problem**



Materials: counters, numeral cards 5-12, pencils, blank paper

1. Turn over a numeral card and use it to complete this number story.

\_\_\_\_ children sat on a bunk bed. Some sat on the top bunk and some sat on the bottom bunk. How many sat on the top bunk? How many sat on the bottom bunk?

2. Record as many different solutions to the problem as you can using pictures, numbers or words.

### On and Off

**Materials:** Counters (5-10)

On and Off game grid

Sheet of paper

Players: 1-3

**Object:** Toss counters over a sheet of paper.

Record how many land on and off the paper.

### **How to Play**

**1.** Decide how many counters you will toss each time. Write this total number on the game grid.

- **2.** Lay the sheet of paper on a flat surface.
- **3.**Hold the counters in one hand and toss them over the paper.
- **4.**On the game grid, write how many landed on the paper and off the paper.
- **5.**Repeat steps 3 and 4 until you have filled one game grid.

You can assign a total number and ask children to tally or represent the counters with a dot.

### On and Off Game Grid

On	Off

### Counters in a Cup

**Materials:** Counters (5-10)

Counters in a Cup game grid

Paper cup

Players: 2

**Object:** Figure out how many of a set of counters are

hidden.

### **How to Play**

**1.** Decide how many counters you will use each time. Write this total number on the game grid.

- **2.** Player A hides a secret number of counters under the cup and leaves the rest out.
- **3.** Player B figures out how many are hidden and says the number. Lift the cup to check.
- **4.** On the game grid, write the number hidden in the cup and the number left out.
- **5.** Players switch roles. Hide a different number of counters. (It's ok to hide the same number of counters more than once in a game.)
- **6.** Repeat steps 2-5 until you have filled the game grid. (Hide the counters eight times.)

You can assign a total number and ask children to tally or represent the counters with a dot.

### On and Off Game Grid

On	Off

### Counters in a Cup Game Grid

Total number: \_\_\_\_\_

ln	Out
,	

# 21/0/6

### **Mathematics**

# KINDERGARTEN MATH: BOOKS ON SHELVES SUPPORTS FOR ENGLISH LANGUAGE LEARNERS



### GRADE K MATH: BOOKS ON SHELVES

### **Supports for ELLs**

**Title:** Books on Shelves **Grade:** K

### **Linguistic Access:**

In these supportive materials, a distinction between the vocabulary and the language functions is needed to provide entry points to the math content. Both need to be clarified to ensure comprehension and to avoid misunderstanding. This can be done by introducing and/or reviewing the most essential vocabulary and language functions in context and with concrete models, when applicable, in order for English Language Learners (ELLs) to better understand the meaning of the terms. The following vocabulary/language functions are suggested:

### **Vocabulary Words/Phrases**:

Tier I (non-academic language): shelf/shelves, bowl, goldfish

Tier II (general academic language): square, four, how many, round

Tier III (math technical language and concepts that must be carefully developed): There are no Tier III words in these problems.

Language Functions: show, explain

#### **Content Access:**

It may be useful to review counting before introducing the concept of cardinality.

### **Scaffolds and Resources:**

- All tasks need to include non-linguistic representations (visuals), such as photos, realia, and labels.
- In teaching students about addition concepts, teachers can use a variety of scaffolds, such as KWL charts, graphic organizers, and Think-Pair-Shares.
- At this grade level, it is important to connect literacy and mathematics. Therefore, introducing some of the preparation tasks with an appropriate reading on the topic is recommended. If available, provide books and other supporting materials in the native language.
- Use text re-presentation by having students work in small groups to transform the problem into a group picture/poster. Give each group member a different color marker (crayon). Each student must use only the marker given to him/her so the teacher can see each group member's contribution to the picture/poster. Finally, invite groups to present to each other in class. All

members of the group must participate in the creation of the picture and in the presentation to the class.

- Use manipulatives appropriate to the tasks. For example, use shelves in the classroom (by assigning two shelves per group), real books, two containers (one round and one square), and blocks (to represent fish).
- Give appropriate wait time for ELLs to respond.
- Recommended resource: Supporting English Language Learners in Math Class (K-2) by Rusty Bresser et al.

# 21/0/6

### Mathematics

### KINDERGARTEN MATH: BOOKS ON SHELVES

SUPPORTS FOR STUDENTS WITH DISABILITIES



### KINDERGARTEN MATH: BOOKS ON SHELVES

### Instructional Supports for Students with Disabilities using UDL Guidelines

### **Background Information**

Learners differ in the ways that they perceive and comprehend information and may require a different process to acquire the same content. In addition, learners may differ markedly in the ways they engage, maintain attention to task and demonstrate what they know and have learned. Hence, the goal of a UDL curriculum is the interrelated components which comprise the goals, methods, materials and assessment. In this way, all students would then be able to generalize their mathematical understanding for real world application.

The Books on Shelves is the culminating task in a multi-week unit focused on operations and algebraic thinking. Ultimately, student mastery of the task is measured using a rubric over the course of one instructional period.

### PERFORMANCE TASK

### Provide options for perception- Offer ways of customizing the display of information

- Offer students individual desk top number lines from 0-10.
- Offer students a reference chart or table tent of operational symbols.

_		
+	=	=

- Highlight or emphasize key elements in text, graphics and diagrams by providing access to concrete or virtual manipulatives, such as pictures or models of goldfish, fishbowls, books and shelves.
- Have students locate these items in the classroom, and talk about same items in their homes.

#### Provide options for physical action- Vary the methods for response and navigation

- Offer students opportunity to utilize a hand-on approach for the application of mathematical reasoning, knowledge and skills in problem solving.
- Offer students paper with which they decompose, add and compare numbers using tens and ones.

#### Provide options for executive functions-Support planning and strategy development

• Provide graphic organizers and templates for data collection and organizing information to help students organize their thoughts and establish relationships between ideas. Graphic organizers can be paper/pencil or found on-line.

### Provide options for comprehension-Guide information processing, visualization and manipulation

- Display the Books on Shelves performance task at eye level on a laminated page for marking.
- Stop, orient and support comprehension and clarify vocabulary using illustration, clip art technology for the following words: shelves, books, different, show, tell.
- Ask students to replay the song in their mind and sing in large group, small group or individually.
- After removing one seed at a time, offer students the opportunity to count how many seeds are left, counting down from ten on their individual desk-top number lines.
- Have students record and play-back the same Books on Shelves word problem for auditory reinforcement.

### Provide options for executive functioning-Enhance capacity for monitoring progress

- Provide prompts, reminders and ground rules/management plans that reduce the frequency of offtask behaviors in response to struggles or low stamina, as appropriate
- Offer children models and mentors that support the range of attention, cognitive, sensory and language strengths and challenges.

### Provide options for recruiting interest- Optimize relevance, value and authenticity

• Establish clear expectations for the performance task. Post class-created rubric where all students can view and provide clear exemplars through illustration or clip art.

### Provide multiple means of action and expression-Provide options for physical action

• Enhance capacity for monitoring progress. Establish rituals and routines that prompt learners to identify the type of feedback, advice, and/or assistance as they complete the performance task

#### Provide options for perception-Offer alternatives for auditory information

- If available, utilize an FM system to decrease distractions from extraneous/ambient noise.
- Offer children preferred seating during the performance task

### Provide options for sustaining effort and persistence-Foster collaboration and community

- A teacher should be present at the table to create cooperative learning groups with clear goals, roles and responsibilities.
- Provide prompts that guide learners in when and how to ask peers and/or teacher(s) for assistance.
- Encourage and support opportunities for peer tutors and construct communities of learners engaged in a variety of unit lessons that practice:
  - o The representation of written numerals 0-10 using objects

- The counting of objects to find "How many?" using up to 10 objects
- o The comparison of quantities between 1 and 10 using written numerals
- The manipulation and representation of 0-10 objects with multiple addends and an equal sign to solve problems in more than one way

### Provide options for sustaining and persistence-Increase mastery-oriented feedback.

- As students are prompted to complete the performance task, offer preferential seating and ensure
  that all students assessed have optimal conditions for response. Limit extraneous noise. Request
  parental permission AND practice using video equipment prior to the assessment, if a camera will be
  used to capture the student's performance on task. Redirect student to re-read the performance task
  to refocus on task, as appropriate.
- Ensure that appropriate concrete objects (desk-top number line, books, Performance Task sheet, book shelves, paper used by student to records responses, writing instruments) are in proper repair for all the students.
- Provide feedback that is frequent, timely, and specific by helping students see what they did well and
  why, see their errors and learn how to correct them by providing explicit and informative feedback
  when assessing student work, making feedback a part of the learning process.